

# Social Network Simulator

## Progress Report

May 27, 2013

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### *Agent behavior*

There are two types of nodes, blue and red. They have their corresponding type of news. The news can spread across the network. Once the node receives the news, they will first see if they are interested to the news. If they are interested in it, they will further spread the news.

### *System Behavior*

Initially, the network is built according to preferred attachment. Then I will pick a node as a starting point. There is time limit for news being spread and I will count how many people receive the news with opposite opinion.

### *Change of overall topic of project*

My project will be, given different centrality of starting point, how many people will receive the news with opposite opinion.

### *Change and Progress*

I finished the base of the model. Current the two types of news can spread on the network. I changed the initial network setup to be preferential attachment because this kind of network building approach is closer to real situation. Currently I can select a starting point using mouse. In the next step I need to write a function to pick a starting point with certain centrality.

### *Nest Steps*

I am looking at the network extension. I need a tool to help me with network measurement.